

NEXT CENTURY

By Franklin Electronic Publishers

Webster's Spelling Corrector

USER'S
GUIDE

MODEL NC-10

Introduction

Congratulations. You now own a powerful and portable electronic reference that you can use at home, school, or work.

Using the *Webster's Spelling Corrector*, you can:

- check and correct spellings,
- find letters in words,
- find prefixes and suffixes,
- identify words that are easy to confuse,
- build words from letters, and
- play Hangman and Anagrams.

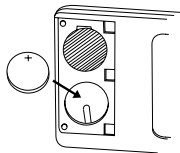
This User's Guide shows you how. You can follow its numbered steps using the examples shown or using words that interest you.



User notes like this one tell you how to get the most from your *Webster's Spelling Corrector*. Look for them.

Getting Started

1. If it isn't installed, install one CR2016 lithium battery as shown.



2. Press **ON/OFF**.
3. Press **▼** or **▲** to adjust the contrast.

Ready for word
















Ready for word is where you enter words or letters. You can adjust the contrast only at this screen.

4. If the screen is blank, check the battery.



To see a quick demonstration of *Webster's Spelling Corrector*, press DEMO. To stop the demo, press CLEAR.

Learning the Keys

	etc. Type letters.
	Make an entry or back up.
	Turn the unit on or off.
	Clear your entry.
	See a quick demo.
	See a help message.
	Build words from typed letters.
	See Confusables™.
	Select Hangman or Anagrams.
	Erase typed characters.
	Move up or type an apostrophe.
	Move down or type a period.
	In games, show the score.
	Find a letter or end a round.
	Find prefixes or suffixes.

Correcting Spellings

1. If you're not at Ready for word, press CLEAR.
2. Type a word. To erase letters, press ◀.



3. Press ENTER.



NOTE: When you spell an entered word correctly, an asterisk appears after it.

4. Press ▼ to see more words, if any.
5. When you're done, press CLEAR.



The arrows at the right of the screen mean that you can press ▼ or ▲ to see more words.

To see help at any time, press HELP. To exit help, press ENTER.

Finding Letters

To find letters that you don't know in words, type a question mark for each unknown letter.

1. At Ready for word, type a word with question marks in it.

conc??ve

2. Press ENTER.

conceive



3. Press ▼ to see more words, if any.

conclave



Question marks can help you solve crosswords. For example, if the second letter of a five-letter word is H and its last letter is T, enter ?H??T to see possible answers.

Finding Prefixes & Suffixes

To find prefixes or suffixes of words, type an asterisk before or after a word root. Each asterisk stands for any number of letters.

1. At Ready for word, type a word root beginning or ending with an *.

abund*

2. Press ENTER.

abundance



3. Press ▼ to see more words, if any.

4. Press CLEAR.



You can type both ?'s and *'s in an entry, but you can't type *'s inside words. If you do, you see Illegal wildcard. Press ENTER and type a new word.

Seeing Confusables™


Confusables™ are homonyms and spelling variants that are easy to confuse. When you see a question mark to the left of a word, that word has Confusables™. Press CLEAR before trying this example.

1. Type **air**. Then press ENTER.



indicates word has Confusables™

2. Press CONF.



confusable word identifying word

3. Press ▼ to see more Confusables™.



4. Press CLEAR.

Building Words

The BUILD key builds words from letters that you type. It's great for helping to solve anagrams and other word games.

1. At Ready for word, type up to 16 letters. To erase letters, press ◀.



2. Press BUILD.



3. Press ▼ to see more words, if any.
4. Press CLEAR.



From any word list, you can return to your previous entry by pressing ENTER. You can clear your entry by pressing CLEAR.

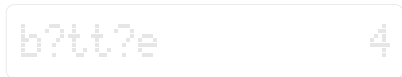
Playing Hangman

Hangman challenges you to type the letters of a mystery word in a number of tries.

1. Press **PLAY**. Then press **ENTER**.
2. Press **▼** or **▲** to select a (mystery) word size from 3 to 14 letters.
3. Press **ENTER**.
4. Press **▼** or **▲** to select from 3 to 15 tries. Then press **ENTER**.



5. Type letters until you see the word or run out of tries. To reveal a letter, press **ENTER**.

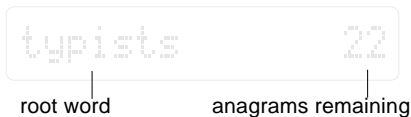


6. To reveal the word, press **?**. Then press **ENTER** to play a new round.

Playing Anagrams

In Anagrams, you try to guess all the anagrams of a root word.

1. Press **PLAY**.
2. Press **▼**. Then press **ENTER**.
3. Press **▼** or **▲** to select root (word) size from 4 to 11 letters. Then press **ENTER**.
4. Press **▼** or **▲** to select a Min word (anagram) size. Then press **ENTER**.



5. Type an anagram.

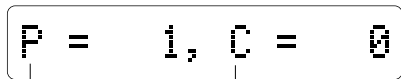


6. Press **ENTER**. Then enter as many anagrams as you can.
7. To see the remaining anagrams, press **?** and **▼**. Press **ENTER** for a new round.

Seeing Scores

While playing Hangman or Anagrams, you can see how many rounds that you've played and how many that you've won.

1. At a Hangman or Anagrams game screen, press ►.



2. Press ENTER to return to the game.



Remember, P equals the consecutive rounds that you've played. C equals the rounds that you've won.

To win a Hangman round, you must type all the letters of the mystery word. To win an Anagrams round, you must enter all the anagrams of a root word.

Product Information

Model NC-10

- 80,000 words with SpellBlaster II™ spelling correction
- 2 games, Hangman and Anagrams, with scoring
- Confusables™ • MatchMaker™ and crossword solver keys • 2-minute automatic shutoff • Context-sensitive help with automatic scrolling
- self-demonstration • screen contrast adjustment
- 12 function keys • LCD : 1 x 16 characters
- ROM: 1 megabit • RAM: 2 kilobytes • CPU: 65C02
- Battery: 1 CR2016 3-volt lithium
- Size: 6.8 x 10.6 x 0.8 cm. • Weight: 1.9 oz.

Product Care and Customer Service

To clean *Webster's Spelling Corrector*, spray a mild glass cleaner onto a cloth and wipe its surface. Don't spray liquids directly onto the unit.

Don't use or store your unit in extreme or prolonged heat, cold, humidity, or other adverse conditions.

If you have a problem with your unit, refer to the limited warranty. If you purchased your unit outside the United States, contact the place of purchase to obtain warranty or repair information.

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